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AUTHOR Cromer, Janis; Driggs, Lorin

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ABSTRACT

This guide is designed to help after-school and in-school programs create and implement high-quality, technology-enriched learning activities. It contains hands-on lessons, worksheets, and sample activities that have proven effective at inspiring young people's curiosity and creativity. Chapter 1 provides an overview of the issues, including out-of-school learning and technology and learning. Chapter 2 describes several steps in program planning. Chapter 3 addresses managing the program, including outreach and communications, registration and tracking of participants, policies and procedures, budgets and reports, partners, and continuous improvement through evaluation. Chapter 4 covers staffing the program, including what positions to create and recruitment. Chapter 5 discusses training the staff, including assessing staff skills and staff development considerations. Chapter 6 considers developing project-based learning strategies, including understanding project-based learning, developing an inquiry-based project, and creating lesson plans. Chapter 7 describes developing effective teaching techniques for good modeling, encouraging the sharing of ideas, keeping children focused, building reading skills, brainstorming, using journals, and teaching about technology. Chapter 8 addresses working with technology, including the physical space, the technology plan, hardware and accessories, software, technology consultants, and youth safety online. Chapter 9 discusses putting it all together and presents two examples of inquiry-based projects. (MES)

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